AMENDMENTS TO THE CLAIMS

1. (currently amended): A method for synchronizing a programming signal with a vector graphic animation movie on a client device, the method comprising:

receiving a programming signal on a client device,

receiving an URI, wherein the URI specifies a location in a network from where a vector graphic animation movie which relates to the programming signal can be obtained;

retrieving the vector graphic animation movie from the location;

loading the vector graphic animation movie on the client device, the client device including a vector graphic animation player; and

receiving a command at the client device from a server after the vector animation movie is retrieved from the location, the command directing the vector graphic animation movie on the client device to be synchronized with the programming signal.

2. (original): The method of claim 1, wherein the programming signal includes at least one of a video signal, an audio signal, a streaming video signal, and a streaming audio signal.

3. (original): The method of claim 1, wherein the URI is included as at least one of received with the programming signal, embedded in the programming signal, and embedded in a vertical blanking interval of the programming signal.

4. (original): The method of claim 1, wherein the network includes at least one of a publicly accessible network, a privately accessible network, a distributed community network, a wireless network, an extranet, an Internet,

and an intranet.

5. (previously presented):   The method of claim 1, wherein the client device includes a Web browser having a vector graphic animation plug-in.

6. (previously presented):   The method of claim 5, wherein the Web browser includes a receiver in communication with a bridge layer, the bridge layer for transmitting the command to the vector graphic animation movie.

7. (previously presented):   The method of claim 6, wherein the receiver includes at least one of a receiver applet, an ActiveX control, a Java applet, and a persistent socket function of a vector graphic animation movie.

8. (original):   The method of claim 1, wherein the command is received through the playback of a playlist residing on a server.

9. (original):   The method of claim 1 wherein the command is generated by a producer connected with the network.

10. (previously presented):   The method of claim 1, wherein the vector graphic animation player includes at least one of an email client capable of displaying vector graphic animation movies, a vector graphic animation projector, a vector graphic animation plug-in with persistent socket capabilities, a vector graphic animation projector with persistent socket capabilities, and a vector graphic animation projector used as a screen saver.

11. (original):   The method of claim 1, wherein the command is received via a persistent socket.

12. (currently amended):   A computer program stored on a computer readable memory device accessible by a client device for synchronizing a programming signal with a vector graphic animation movie on the client device, the program comprising:

a first program component resident on a memory device for receiving a programming signal;

a second program component resident on the memory device for receiving a URI, wherein the URI specifies a location on a network from where a vector graphic animation movie that relates to the programming signal can be obtained;

a third program component resident on the memory device for retrieving the vector graphic animation movie from the location;

a fourth program component resident on the memory device for loading the vector graphic animation movie on the client device, the client device including a vector graphic animation player; and

a fifth program component resident on the memory device for receiving a command at the client device from a server after the vector animation movie is retrieved from the location, the command directing the vector graphic animation movie on the client device to be synchronized with the programming signal.

13. (original): The program of claim 12, wherein the program is an applet.

14. (previously presented):   The program of claim 12, wherein the client device includes a Web browser having a vector graphic animation plug-in.

15. (previously presented):   The program of claim 14, wherein the Web browser includes a receiver in communication with a bridge layer, the bridge layer for transmitting the command to the vector graphic animation movie.

16. (previously presented):   The program of claim 15, wherein the receiver includes at least one of a receiver applet, an ActiveX control, a Java applet, and a persistent socket function of a vector graphic animation movie.

17. (original): The program of claim 12, wherein the command is received from the playback of a playlist on a server.

18. (original): The program of claim 12, wherein the command is generated by a producer connected with the network.

19. (previously presented):   The program of claim 12, wherein the vector graphic animation player includes at least one of an email client capable of displaying vector graphic animation movies, a vector graphic animation projector, a vector graphic animation plug-in with persistent socket capabilities, a vector graphic animation projector with persistent socket capabilities, and a vector graphic animation projector used as a screen saver.

20. (currently amended):   A system for presenting a programming signal and a related vector graphic animation movie, the system comprising:

    a first means for receiving the programming signal;

    a second means for receiving one or more URIs, wherein the URI specifies a location on a network for the vector graphic animation movie;

    a means for decoding, connected to the second means for receiving the URI to determine the location on the network for the vector graphic animation movie;

    a means, connected with the decoding means, for sending message requests to the location on the network for the vector graphic animation movie and for retrieving the vector graphic animation movie residing at the

network location;

a means, connected with the means for sending message requests, for playing the vector graphic animation movie;

a presentation means, connected to the first and second receiving means, for presenting the programming with the vector graphic animation movie; and

a means for receiving a control signal from a server after the vector animation movie is retrieved from the location, the control signal controlling the vector graphic animation movie to be synchronized with the programming signal.

21. (original): The system of claim 20, wherein the programming signal contains a video signal and an audio signal.

22. (currently amended): An apparatus for presenting a programming signal and a related vector graphic animation movie, the system comprising:

decoder for receiving at least one URI, decoding the at least one URI and determining a location corresponding to the URI; and

a least one presentation device for presenting a programming signal, retrieving a vector graphic animation movie from the location and presenting the vector graphic animation movie;

whereupon receiving a programming signal and at least one URI, the decoder decodes the URI to determine the location, and the at least one presentation device retrieves the vector graphic animation movie from the location, presents the vector graphic animation movie, and receives at least one command after the vector animation movie is retrieved from the location providing direction to the presentation of the vector graphic animation movie so as to be synchronized with the programming signal.

23. (previously presented): The apparatus of claim 22, wherein the at least one presentation device includes a first presentation device for presenting the programming signal and a second presentation device for presenting the vector graphic animation movie.

24. (previously presented): The apparatus of claim 22, wherein the presentation device presents the programming signal on a first layer and the vector graphic animation movie on a second layer.

25. (previously presented): The apparatus of claim 22, wherein the presentation device presents the programming signal on a first window and the vector graphic animation movie on a second window.

26. (original): The apparatus of claim 22, wherein the URI is received as at least one of contemporaneously with the programming signal, prior to the programming signal, separately from the programming signal, embedded in the programming signal, and embedded in a vertical blanking interval of the programming signal.

27. (canceled)

28. (currently amended): A method for controlling a vector graphic animation movie by a server, the method comprising: identifying a vector graphic animation movie; and
sending a command from the server to a client device after the vector animation movie is retrieved from the location, wherein the command controls the presentation of the vector graphic animation movie to be synchronized with a programming signal to which the ~~flash~~ vector animation movie relates.

29. (original): The method of claim 28, wherein the command is sent via the playback of a playlist residing on the server.

30. (original): The method of claim 28, wherein the command is generated by a producer connected with the network.

31. (original): The method of claim 28, wherein the command is generated live.

32. (original): The method of claim 28, wherein the command is received via a command line interface.

33. (currently amended): A method for synchronizing a programming signal with a vector graphic animation movie on a client device, the method comprising:

receiving a programming signal on a client device,

receiving an URI, wherein the URI specifies a location in a network from where a vector graphic animation movie which relates to the programming signal can be obtained;

retrieving the vector graphic animation movie from the location;

loading the vector graphic animation movie on the client device, the client device including a vector graphic animation player;

downloading a playlist from a server after the vector animation movie is retrieved from the location;

playing the playlist on the client device, wherein the playlist controls the presentation of the vector graphic animation movie on the client device to be synchronized with the programming signal.

34. (currently amended):   A method for controlling a vector graphic animation movie by a playlist, the method comprising: identifying a vector graphic animation movie;

downloading a playlist onto a client device from a server <u>after the vector graphic animation movie is retrieved by the client device</u>; and

playing the playlist on the client device, wherein the playlist controls the presentation of the vector graphic animation movie to be synchronized with a programming signal to which the flash movie relates.

35. (currently amended):   A method for providing a real-time data feed to a client device having a vector graphic animation movie, the method comprising:

     receiving a real-time data feed at the server;

     generating a command at a server, the command directed to a vector graphic animation movie on the client device, and the command responsive to the real-time data feed; and

     sending the command to the client device <u>after the vector animation movie is retrieved by the client device</u>;

     wherein the command sent to the client device directs the vector graphic animation movie playing on the client device to be synchronized with a programming signal to which the flash movie relates.

36. (original):   The method of claim 35, wherein the server is accessible via a communications link further comprising at least one of a network, an intranet, an extranet, the Internet, a distributed community network, a publicly accessible network, a privately accessible network, a wireless network, and a stand-alone configuration separate from a network.

37. (original):   The method of claim 35, wherein the command is sent via a

persistent socket.

38. (original):   The method of claim 35, wherein the real-time data feed includes at least one of a stock ticker, a sports ticker, a news ticker, an advertising ticker, and a current event ticker.

39. (canceled)

40. (previously presented):   A computer readable medium providing a data structure configured to provide a real-time data feed to a client device having a vector graphic animation movie by:

      receiving a real-time data feed at the server;

      generating a command at a server, the command directed to a vector graphic animation movie on a client device and responsive to the real-time data feed; and

      sending the command to the client device <u>after the vector animation movie is retrieved by the client device</u>;

      wherein the command sent to the client device directs the vector graphic animation movie to be synchronized with a programming signal to which the flash movie relates.

41-47. (canceled)